Welcome to the sixth issue of Jagwired Magazine. This time I am going to do things a little different. This issue will be made downloadable to anyone that wants it. It also contains mostly articles written and created by the Jaguar community. I felt that this would be a way for me to give back to the community something that I produce out of love for the Jaguar.

You'll also notice this issue is only on the Jaguar. This is a Jagwired first as well.

Some of you may have noticed that I have left JS2 and AA. At this time I'd like to explain something. I have a condition called GADS and I take a anti-depression medication to deal with it. As of late I have not been doing well on my meds. My emotions go up and down like a roller coaster. So let me apologize for anything I've done to piss anyone off as of late. Maybe once the meds are regulated again I will return with a better attitude.

Thanks for taking the time to download this free issue of Jagwired.

Enjoy,

Robert

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Programming For the Atari Jaguar.

Currently on JS2 you can find a thread devoted to teaching C programming exclusively for the Atari Jaguar. It starts with relative basics and is working its way up. We are up to lesson 6 and steadily progressing at a beginner level. As a member there, and a n00b to programming in general, I find myself asking many questions and with the experience of old and new Jaguar programmers (who frequent the site) and who have also made Jaguar games or even worked in the Jaguars prime give answers and explain them so that anyone can understand. Following each lesson is questions and exercises to help reinforce the topic covered. Senior members look at the answers you give, and explanations for wrong answers are elaborated. The great thing about this is that its all free, though you do need to agree to a disclaimer saying that you won't publish a game for a ridiculous profit after learning from the Programming Playground.

Even though its up to Lesson 6, relative new members can easily access these and ask questions about older Lessons. Infact, this helps in the learning for all active learning members as revisiting topics helps to reinforce that which one should know. The topics covered so far are listed below.
Lesson 1 - General info., Defines, C datatypes and there bit sizes, C programming language

Lesson 2 - Defines (colours), more C jargon explained

Lesson 3 - More C terminology, X and Y defines explained

Lesson 4 - Structures, Data field, Variables, Pointers, gamechar

Lesson 5 - Blitter, blitter registers, flags

Lesson 6 – Binary

I feel that it's every gamers dream to be involved in a game production. But remember, this doesn't follow any type of timetable and is a topic in progress.
You can find this and much more at JS2 website.

By Lee Tisler aka leearco

Bonnut Film Studio's First Dead Duck…Or Is It?

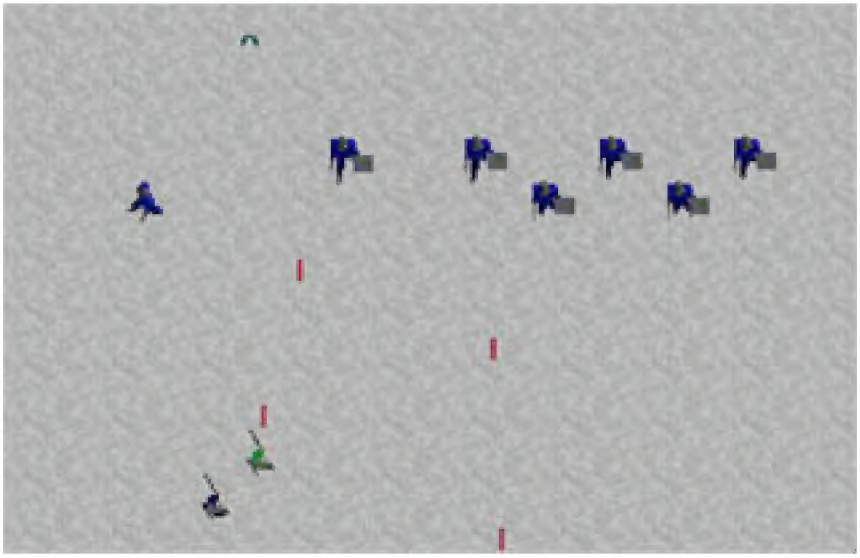
By Ernie Zahn

Bonnut Film Studio was founded in 2002 by myself and a friend of mine Matt Imbrogno. We had made a few stop motion animation films, and by 2004 had begun developing ideas for our first short film. The result of our brain storming in August of 2004 was Bonnut Film Studio's first live action short, *Wolf in the Fold*. This would be the first milestone for the film group. Matt has since left, to pursue other interests, but Bonnut Film Studio has expanded and is continuing to expand with three new members and growing. The film group is now working on two feature length films as well as several shorts. One project in particular is a rock documentary for a band called, The States (www.thestatesonline.com). We are currently working on TV special for them, as well as a motion picture film.

In addtiton to Bonnut Film Studio's expansion in the film world, we are now attempting to enter into the gaming world. With the help of several people in the Jaguar community, (Glenn Bruner, Jason Smith, and Kevin Manne) the film group has managed to get its first Jaguar project off the ground. It should be released in the July area of this year, so keep your eye out for the announcement on Atari Age and Jaguar Sector II around then!! I'll also be announcing the launch of the website for Bonnut Film Studio Interactive, as we're calling it now.

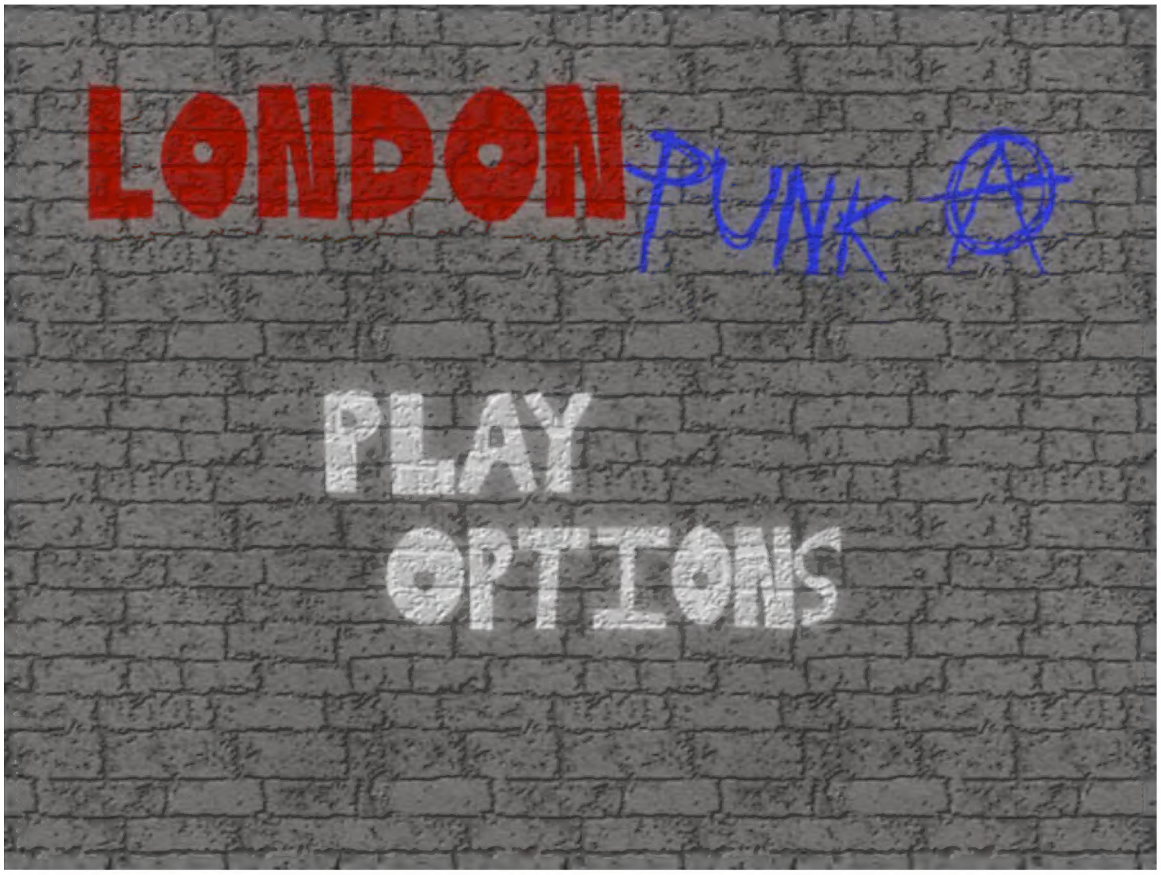
But getting to the "first dead duck." About a year and a half ago I met a Jaguar programmer who was interested in helping me create a game I had in mind. As he had programming experience and I had none, I did my best to do everything that wasn't programming. The game was called *London Punk*. I had showed him some sketches I made including a main menu, which he made a graphic of based on my design as you can see. At the time I hadn't thought of making Bonnut Film Studio have a programming branch nor did I think about making any other games if this ever got off the ground.

At first this was going to be a very simple game, mainly valued for its story content and music, both of which I provided. So, he began working on the game using a *Space Invaders*-esque engine he had the rights to. So I designed the background to each environment as well as sound effects. He was able to have a basic demo as I remember, only a few colors and a gray background as you can see in this picture.



But after only working a few weeks on this, we decided that another mini-game is not what the Jag community needs, especially if we're expecting to sell this. So we decided to start over from scratch.

There were a lot of ideas I had bouncing through my head for what format or genre this game could be. I thought about it being a side scrolling adventure but that was another thing I'd rather not do on the Jag. He told me about a program called Adventure Game Studio. It was a PC program that allowed you to create a game without having any kind of programming experience or knowledge. It allows you to build environments, characters, and functions using plain English commands. It was going to be used as a template for my programmer friend to write "London Punk" as an RPG. Which, works out as a great genre for this game since there were and still are only a few RPGs for the Jaguar.



By the time I began working on it was around August '05, then college hit. Something I didn't expect to hit as hard as it did, coupled with complications such as film projects picking up speed, it became very difficult to continue on the "London Punk" game. In fact, it's only in

these past few months that I've been able to actually pick it up again. I contacted my programmer friend and as it turns out, he's booked solid with projects. This meant I was on my own with this, but no worries. We hadn't made any serious approaches to the project in quite some time. But I'd still like to see this project see the light.

Anyway, now that you know the back story here's to the stuff you really want to know:

Q: What was accomplished thus far?

A: In order, the main menus and logos were designed, the story was written, the theme song was written and recorded, the first rooms were sketched, and the protagonists' apartment was created.

Q: What's the story of *London Punk*?

A: It's 1978 London, England. The protagonist (unnamed so far, but I'll call him Pete in this description), is behind on rent and just lost his job, meanwhile is trying to get his career as a punk rock god off the ground. He bumps into his "friend" Chuck who he sees every now and then to get a certain mind-expanding herb. Pete explains his situation to Chuck and he offers him a job working for the people he works for. Pete thinks it might be seedy but, "whatever I need the cash." From this point the game takes off as a GTA-esque RPG with missions and mayhem. In the end Peter either gets an axe to the stage or to the head, it's up to you!

Q: Whatever happened to the *Space Invaders* style version of the game?

A: Unfortunately it's lost. There was little if any game play completed. All that remains of it, is the screen shot featured in this article. I was going to include in the full game as a mini game, but oh well.

Q: Are you going to continue the game?
A: I would love to, I have no doubt I will create as a PC game, but as a Jag game that's really up to whoever would be willing to work with me on it. I would definitely organize my time better, now that I've adjusted to the college schedule. If anyone is interested send me an e-mail at bfspublicrelations@gmail.com. Or look for my as BonnutFilmStudio on Jaguar Sector II and Atari Age and shoot me a PM!

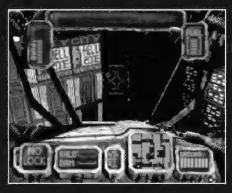
Any other questions just let me know at the contacts I've provided.

DON'T FORGET TO FEED THE CATS

SKYHAMMER

In the mid-21st century, power-hungry corporations rule the streets of the largest cities. You have been employed by Cytox as a Skyhammer pilot to protect its corporate investments. You will undertake a wide variety of missions to prove your ability and ensure long-term revenues for Cytox.

Skyhammer was developed exclusively for the Atari Jaguar by famed Jaguar and PC developer Rebellion. The game features full-freedom 3D motion, three massive cities to explore, dozens of nonlinear missions that allow you to achieve objectives and repair your craft as needed, and enough missiles, countermeasures, and bombs to repel any foe.

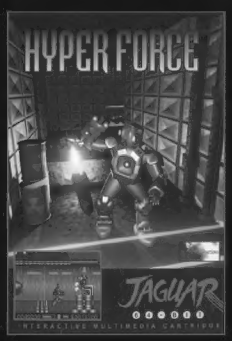


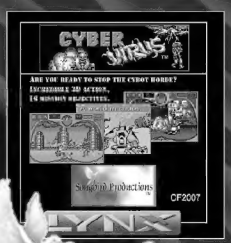
PROTECTOR: SE

A swarm of ravenuos alien ships has descended upon us. All-out war has resulted in a desperate fight to save humanity. Meanwhile, the poor inhabitants of the orbiting planetoid known as Haven-7 are left on their own, with only one ship spared for their defense. You must repel the invaders and protect the inhabitants of Haven-7!

Protector: Special Edition, the incredible sequel to the popular Protector game for the Atari Jaguar, is a fast-paced, blast-filled bi-directional shooter, featuring 40 waves of heart-stopping action, digitally sampled audio, 3D rendered graphics, deadly boss ships, and more.

Don't miss these other great Jaguar & Lynx games from Songbird Productions:





Songbird Productions

www.songbird-productions.com

Jaguar Custom Cart Cases.

I first got the idea of making replacement cases for Atari Jaguar Game Cartridges when I was working on the Fight For Life Beta Project with Jason Smith of JSII.

So I set out to see the best way of accomplishing this, fortunately 3 years mould-making and casting experience in the collectors model soldier industry had given me a good grounding in the complexities of making moulds from a master pattern.

I decided to go with casting in preference to the enormous tooling costs involved with plastic injection moulding. It took a while to find a suitable supplier of the Silicone rubber for the moulds and for the Polyester and Polyurethane resins used on the production castings together with pigments and additives to produce the colors and various other effects such as the embedded sparkle finish in some of the cartridges.

Shocking pink cartridge still in the mould

After a long trial period of experimentation, production began on a 'made to order' basis exclusively for members of the Jaguar Sector II Community.

Unusually these replacement cases for special games that you want to be that bit more special need not involve parting with cash as I will take old cartridges in part exchange whatever their content, working or not.

9 different color trials

It has been great fun making these as the response from the fans of the Atari Jaguar has been overwhelmingly positive.

The production run will be limited to the life of the one set of moulds, In addition to the limited first run shells with Atari on there will also be plain versions without the Atari on.

I must stress these are a not for profit Fan Produced 'Garage Kit' Item with a production run of less than 200 Pcs in total. And that is reflected in the payment methods and being restricted to an exclusive market. No two cartridges are the same as each one is hand made; the production rate is a massive 3 a day maximum! Each cart is then allowed to harden a further 3 days whilst on a former of its opposite half, to make sure the fit is perfect.

Translucent sapphire blue cartridge halves hardening

Now I have proved to myself that these new resins are capable of fulfilling the task of making thin walled enclosures a whole world of further possibilities opens up, Current projects underway are a special Fat Cat Cart for use with Atari Jaguar Socketed Prototype boards and replacement Jag Pad Hand controller casings again all available in a variety of colors.

I have even been asked if it would be possible to make new resin see through and opaque cases for the Jaguar base unit itself. It would be expensive to make the moulds but it is not an impossible thing to do.

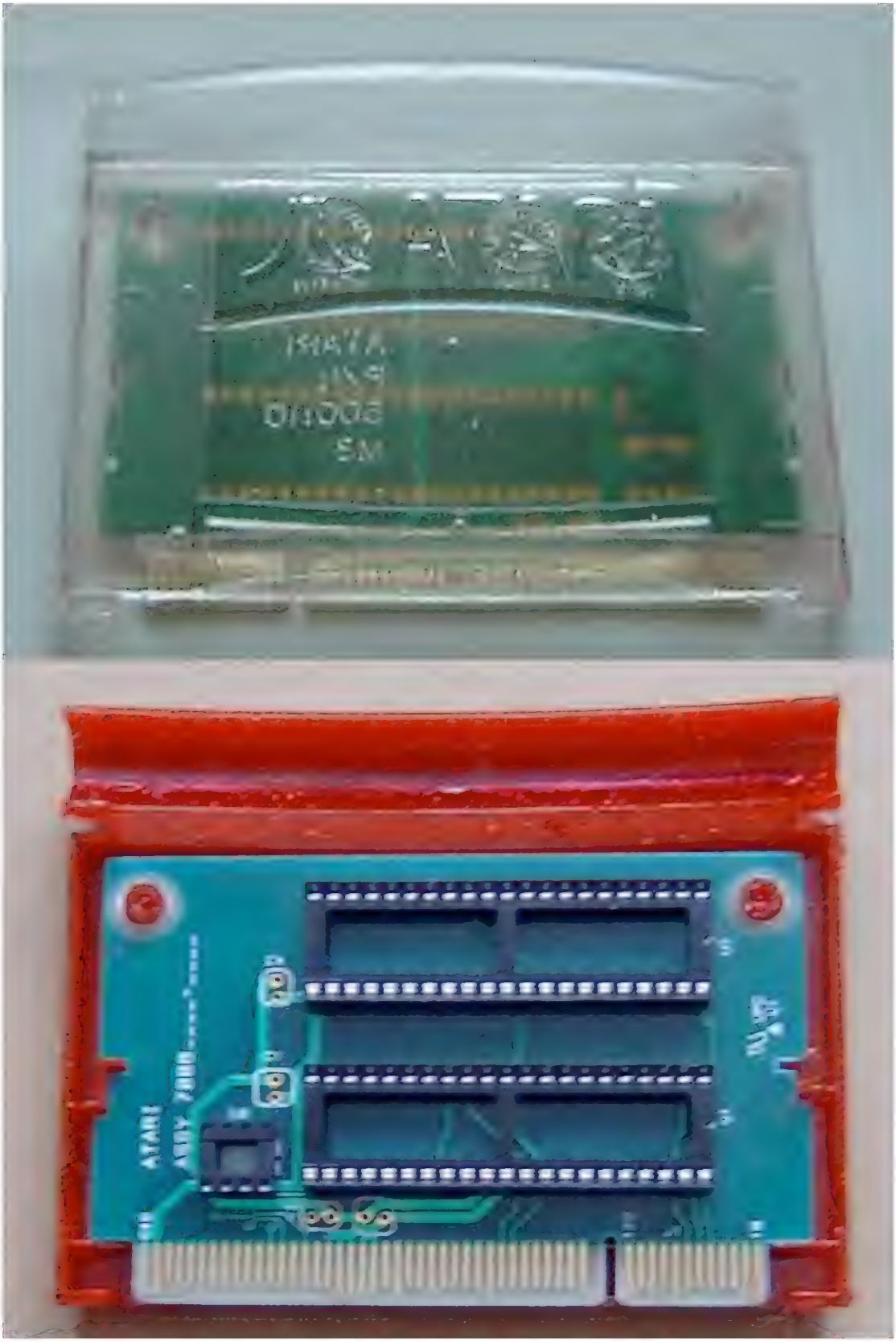
Special purple with sparkle commission

I actually tested one case to destruction and they turned out to be much tougher than I had expected, though it must be stressed they are NOT as strong as the original Polystyrene injection moulded cases, they are plenty tough enough for normal everyday useage.

Some games naturally lend themselves to a specific color scheme – Doom for example Orange and red, Iron Soldier Blue, Alien v Predator Purple, and Bubsy Yellow are just some that have been suggested. But in the end the only limit is your imagination!

Special AvP deep green with rainbow sparkle

I can also do different colors in the same casting, it is tricky but not impossible!



Perfect fit – little/no shrinkage from originals

E-bay Treasures

NEW Atari Jaguar BattleSphere Trio Multicart

Winning bid:
US $1,225.01
Ended:
Jun-09-06 21:30:54 PDT
Shipping costs:
FREE
US Postal Service Priority Mail®
Ships to:
Worldwide
Item location:
Albany, New York, United States
History:
36 bids

Unique Limited Edition BattleSphere TrioTM MultiCart auction to raise money to fight Diabetes!

Description:
Help me raise money to stamp out Diabetes by bidding on this pristine one-of-a-kind ultra-limited edition collectors multicartridge containing both versions of the BattleSphere**TM** game for the Atari Jaguar, plus the JUGS-DD**TM** CD Bypass.

100% of winning bid will be paid to the American Diabetes Association as part of my fund raising efforts as a participant in the Tour de Cure*!

A bit if history and information about this one and only copy of BattleSphere TrioTM:

BattleSphereTM is the most sought and coveted of all Jaguar titles, and ranks among the most collectible video games of all time.

BattleSphere GoldTM is the upgraded and improved limited release second edition of BattleSphereTM complete with numerous functional and aesthetic enhancements.

JUGS-DDTM is the first ever Homebrew CD bootloading utility for the Jaguar. A must-have feature for any homebrew developer!

BattleSphere TrioTM Is all of the above programs rolled together in the highest capacity Jaguar cartridge ever published! The ScatoLOGIC team took a brief a break from retirement to produce this one-time-only one-off Special Edition cartridge for charity. This unique cartridge utilizes advanced cartridge technology long ago orphaned when ScatoLOGIC exited the Jaguar market, to break through the 32 megabit (4MB) limit and provide the first multicart ever published for the Atari Jaguar.

BattleSphere TrioTM is a one-of-a-kind collectors edition designed to support diabetes research and is the only one which will ever be offered for sale. Take advantage of a great opportunity to obtain this extremely rare collectior's edition game and help me fight Diabetes by purchasing this game straight out of my personal collection.

BattleSphereTM is the most lovingly crafted Jaguar Game, period. This game has been painstakingly detailed by the ScatoLOGIC team, and is one of the only Atari Jaguar titles to show off the true abilities of the system. It received many very positive reviews from magazines like EGM, GamePro, and GameFan. Click here to read reviews of BattleSphere TM. This game is likely to be the only game in history to live up to the hype. BattleSphereTM is considered to be one of the rarest and most prized games in any collection. BattleSphere TrioTM is several hundreds of times more rare. You can be the only person in the universe to own this jewel, and help a great cause in the process!

This Limited to One Copy Version of BattleSphere TrioTM is definitely the most rare version of all ever produced, even more rare than the elusive autographed copies! This cartridge was made with the serious collector in mind.

Within the cartridge, adorned with a custom designed sleek printed label, You get the following:

- Both versions of BattleSphereTM
- JUGS-DDTM CD Authorization Booter.
- All new Intro CGI Animation with rockin' soundtrack by Steve Scavone.
- Complete Save-Game Features independent for each BattleSphereTM version.
- Multi-Player Networking for up to 32 players. Fully Compatible with all BattleSphereTM Cartridges. (Requires a CatBox or ScatBOXTM Half-Duplex RS-485 capable Network Adapter, and a version of BattleSphereTM for each console. Use with RS-232 Hubs is not recommended.)
- Two-Player Networking for 2 consoles (Requires a JagLink or JagLink compatible RS-232 interface and 2 BattleSphereTM cartridges.)
- All the secret codes and hidden features from both versions of BattleSphereTM.
- Playable hidden mini-games
- Light-Synthesizer music player mode.
- JUGSTM Jaguar Software Development System Loader to load your own Jaguar Programs
- Screen-Capture feature to save screenshots on your PC.
- All profits from this auction go to Diabetes Research!! (Your credit card payment goes directly to the fund raising payment site!)

For more information, please click below to check out the BattleSphere Gold**TM** official home page.

If you do not wish to bid, but still want to help
Click here to visit my Tour de Cure page.

This copy is in 100% perfect flawless condition and will be carefully packed and shipped insured to reach you in pristine condition.

Includes 100% original Cartridge with custom decal in mint condition!

At this point I'd like to thanks Doug for doing such a wonderful thing. There are people in my family that suffer from this disease and it's good to see a game developer giving to a good cause.

~Robert

A Review of Jagwired Magazine

By: Dan IAcovelli

Jagwired Magazine:

This magazine is geared toward the Jaguar and Lynx systems. Some unique features in this magazine are: Ebay winning bids on Jaguar and Lynx items, Classic
Jaguar Ads from the past and articles on new Jaguar items being made. The first issue had an article about a portable Jaguar system being made as well as an
article on how Jason Smith from Jaguar Sector II forum acquired his Jaguar VR units. The second issue covers
the Jaguar Festivals (Jagfest at CCAG and Euro-Jagfest). This magazine is a quarterly Based on the first two issues I think this magazine has a good future ahead. You can purchase this magazine (back issues are currently being produced.

Jagwired #3 Review:

I'm doing this Review like this because this issue just came out and it is the largest issue for this magazine.
First of all, this issue unlike the first two issues is 180 pages large. Second, If you're a fan of Black Ice/White Noise unfinished game for the Jaguar then this issue of Jagwired will be of interest to you(even if you're not a fan of the game this issue will make you one). Like I mentioned this issue covers the
unfinished game Black Ice/White Noise for the Jaguar from the scripts and artwork to an interview with the
makers behind the game itself. Over all this issue
is worth the money.

Dan Iacovelli

MetroBlaster

A look into this future game

Here are the Bios of the YB! Games staff:

Jason Greene

I have no game dev background, this is my first barbeque, although I have tons of art experience as I have drawn my whole life. I also like Star Wars and Battlestar Galactica, making me an instant authority of "Space!" J/K

Hell, my gaming background is way too much as I started with an Atari 2600 and just moved on from there. I have always been a fan of the underdog systems as I was a huge Turbo Grafx - 16 fan, loved the Sega Saturn, 3DO, and Neo Geo and am a huge Atari Jaguar fan, that's why I am in this magazine, folks! Right now, I am loving XBOX and Gamecube.

Hell, as far as my likes go, they vary as I am a huge comic book geek and I adore music. Horror films are always sweet, especially if they are of the extremely Gory variety. Oh, and I actually did like Star Wars Episode I, sorry if that hurts feelings. Oh, and the big thing: Gaming. I enjoy JSII and the crowd there, and it ads to the fact that I have and always will be a gamer, so there you have it. Oh, I love professional wrestling too, got a problem, we should talk . . .

I really hate people that are totally rude, especially if they smack their lips together when they chew, I can't stand it. People that argue that Tron was a bad movie suck ass as well, I can't stand it. Bruce Boxlietner is the man. The original XBOX pad sucked, unless you bought it for home defense. Oh, and people that just walk to nowhere, you all know what I am talking about, you see them at the malls and at Wal-Mart, just walking to . . . nowhere. It seems that they are there just to be there. Last, but not least, I cannot stand racist people, there are enough reasons in this world to dislike someone other than the color of their skin or where they are from.

On the last note for my profile, I am and always will be an asshole. This may not be the worst thing in the world, and as long as we stay cool, we are okay, but cross me the wrong way, I have trouble forgetting, and this is a blessing and a curse, believe me. Either way, I love you guys in a manly let's go and drink beer and see strippers kind of way, and I love being here, thanks for letting me chat.

Benjamin Rodgers.

I'm 23 years of age. And I'm wearing... a white shirt. I like software, comics, animated movies, and my favorite past-time, video-games.

I have a limited collection of personally developed games. To date I have only one publicly released game that was available free for download sometime back in 1996, "Rain Game". The remainder of my collection is a handful of small games and doo-daas that were developed for my own entertainment to be shared amongst small groups of family and friends. Most of my applications to-date are minute tech demos built to test my ideas and understanding. I've never had much interest in public fronts with video-games.

So you might ask what all the fuss is about going public now. Well, I've really never had the resources to develop a solid release-worthy game. This doesn't fall on any lack of my coding abilities. If it's important enough to me, I can make it work; hell, I'm known for dipping into a weekend with a goal and coming out with the prize. In the words of a developer, I know how to divide and conquer and I know how to crunch. Problem is that you just don't find too many talented individuals that are ready to step into a full game project.

This is where Jason comes in. We've known one-another for nearly a decade now. The chat's been going and many attempts have been made at trying to carve out game ideas. Generally the cycle goes like this: we scratch out our ideas, we share with one another, then we frown and scratch our heads, make jokes, and move on. If you've ever tried to conceptualize a fairly scalable game in your spare time, then you know this happens. Jason brought up the idea one day of building a side-scrolling shooter; it's clean, it's simple, and we both know shooters. I told him, if he backs it, I'll do it. Well, you can fill in the rest!

My gaming preferences are twitch-action and strategy, nothing in-between. I somehow seem to recall this describing my entire collection of Atari 2600 and TI 99/4A games. Particular favorites were Super Breakout, Joust, Maze Craze, Adventure, Combat, Hunt the Wumpus, A-Maze-Ing, Blasto, Munch Man, and Tunnels of Doom.

Following experiences with Nintendo and Sega were a bit more shakey. Put simply, there were games that I absolutely love to this day, and a lot of games that leave a mild taste in my mouth. First off, I was not a fan of my Nintendo. There were great games for the thing like Mario, Mega Man, Castlevania, Duck Tales, Kid Icarus, Metroid, and let's not forget Puzzle Bobble! Huh... did things just get a bit linear? But I forgive the Nintendo on behalf of its Pro-AM and Zelda mixing up the gameplay.

But ah... Tecmo. Tecmo had to go and really mix things up. You see, Tecmo released Ninja Gaiden! What's so different about this game than the other platformers listed, you might ask. If you do find yourself asking this, then you really need to replay the Ninja Gaiden series. And for the sake of all that's holy, do not pick up that SNES blasphemy! You see, Ninja Gaiden perfected the art of twitch gaming in side-scrolling action games. And it bends the mind with its evil patterns of enemies you must fend off by skillfully solving them through progressive combinations of simple character movements, all to prevent certain death of your agile ninja hero and achieve the ultimate goal of each scene one by one.

And uh... back onto my gaming history and preferences. Sega had a fun system, Turbo Graphix made Bonk, then Nintendo made SNES. I always had a thing for games, but I never had a thing for game systems until SNES came along. Ironically, my father scolded me when I insisted that I really wanted one. You see, everything before the SNES had just somehow managed to fall into my lap before I even knew what the damned thing was. I didn't ask for things.

I've always wanted to make an SNES game. I still want to make an SNES game. Maybe some day I will make an SNES game. My attraction to the system was just the simple concept of making an actual **game sytem** rather than making a system fundamentally capable of playing games. The SNES was packed with features that not only allowed game designers to do many of the things they wanted to do, but also some outlandish features that added a kind of depth to games previously only experienced in custom arcade hardware.

I was quite pleased with the direction that the videogame market proceeded from this point when Sega announced their 32X and Nintendo announced the Virtual Boy. I own both systems, I love both systems, and I've never forgiven either Sega nor Nintendo. This began my current phase of gaming. I play dead games.

Once a game system is dead, you see, you're buying the system and games for their pure value. There is no hype, there is no bullshit, there is very little "well, damn, it costs sixty bucks, it has to be good!" And truth-be-told, I play and have played more games that nobody has heard about than any gamer buying the so-called "latest and greatest".

About the same time that consoles were looking down, I moved into the PC market of gaming. This inspired a new and fresh love for video-games. My computer gaming experience really started with Moraff's Revenge. Epic MegaGames then springboarded my experience with Jazz Jackrabbit, Epic Pinball, and ZZT. Prince of Persia by Brøderbund and Pushover by Red Rat Software were two very warm developments in my PC gaming career. Sierra Entertainment defined adventure games for me with Kings Quest and Quest for Glory, and brought a different kind of life to puzzle-books with Dr Brain. Then Id came along with their Doom, Infogrames with Alone in the Dark, and Descent by Parallax Software.

And then it happened. The Internet hit.

Now I was no stranger to networking at the time. I had often found my share of games through BBS systems. Back at the time I was intrigued with the clever ideas behind Trade Wars 2002 and was in deep desire to have many turn-based PC games go networked. But at one point, arcades had been the inspiring point of the video-game market. This was about the point that the arcade boom of life died and the PC gaming market really became the new horizon.

Now I hide in my own little corner of the galaxy buried under mounds of technology, popping out every here and there to interact with the rest of the world. I still have all the interests I ever had and in some ways I'm more active in the world of gaming than I had previously been. I try to make a presence every here and there, but not spend too much time in any single place. If you ever really want to interact with me, I would suggest challenging me to a few rounds of one of my favorite competitive games.

If you've been paying attention, you may have noticed that the Jaguar didn't touch foot anywhere in my gaming history. I have only recently began playing the games on the Jaguar. Back when the Jaguar was at it's prime, it was nothing more than a strange-looking black spec on a Sears page to me. Now that I've had more experience with the Jaguar, I can honestly say that it's by far one of the best game systems I've ever touched. And I am at a loss as to why it's capabilities have not been further tapped. This is perhaps the reason that I feel a need to develop games for the system.

PS: If a game is mentioned here, then I suggest checking it out.

"The story Of Metro Blaster, YH Games, and why the Jaguar?

This is a weird one as the actual idea of where YB Games came form is really funny as Ben and I had been trying to pull something together for a game system of some sort or whatnot for a while now, and we were initially a little too ambitious in some respects at first as Ben had ideas for an actual PC Machine that just played games and I even actually have some of the original designs that I sketched out for it somewhere, very funny stuff in the end. During this time though, I actually had a weird dream that we had actually made a video game machine called "Yellow Banana", very weird. It was well, a yellow machine and everyone loved it. Over time this little joke of a machine transformed into out name, YB Games Inc., so there it is. We were actually going to work on a side scrolling platformer for the PC originally called "Dark Hunter" which was going to be a rip off of Castlevania to a degree, but the we realized that this may be too ambitious of an idea at that moment, so we decided to try out a side scrolling shooter.

The point inlies here that "Metro Blaster" was actually born, just not named yet. The only problem at the time was trying to figure out what we wanted to build the game for? I was against the PC as there are a ton of Home Brew games being made for it that just get swept under the rug, especially side scrolling shooters, let's face it, there are a ton of them, so we actually were going to first plan the game for the Turbo Grafx as there was still a market for the games. One day I happened to be screwing around online and discovered that there was still a Jaguar market. This really piqued my interest as it had been a long time since I had checked into the Jaguar scene, long before Battlesphere had released, to be truthful. I had had a little fan page on theglobe.com before it went belly up, and hey, it was a Jaguar page, so that was the beginning of the interest inj the Jaguar.
I actually continued to research the Jaguar as a unit and was sad to see that another games that were supposed to come out had been ditched, especially side scrolling shooters. It is exceedingly scary as far as I was concerned that "Trevor McFur" was really the only game available for the system that was remotely close to what we were wanting to do. This factored into the equation as well since the Turbo Grafx was rittled with shooters. Next up was that I went by JSII and saw the playground. I really had no use for it, but I knew that Ben did, as I was aware that the last time that I had seen anything on Jaguar developement, it was a total bitch to get anything in the way of

developement tools for the system. Then I saw that it had basically become a freeware system and that the Jaguar CD was now encryptable, and it was on as far as I was concerned. It didn't take too long for Ben to follow suit either after he saw what was now available for the Jaguar as far as developement was concerned.
The funny thing is that I was actually a big time user of Atari Age until I really started getting into the flesh of the Jaguar and started asking about GORF 3D, hopibng that it hadn't faded into obscurity. Jay came through on that and lead me to JSII, and I have been a regular since. I have seen the community there grow like a wild fire in the half a year that I have been a member there, so it's all good. I have seen the release of GORF Classic, which I am more than happy to have been a part of, I habve read your magazines as a fan and am happy there as well, and the guys there have been more than nice to Ben and I when it has come to asking for ideas or opinions, so hopefully Metro Blaster lives up to what I believe in my heart it will be. There you have it, all of the hard choices, bannanas, and just a crazy look at what was the big thing in where Metro Blaster came from and where it will end up; your Jaguar CD ROM drive!

Ususally a storyline for a shooter is not the most important thing, but it is to me as I am an artist by trade, I need some kind of background to look back on, that way I can make sense of what and who I am drawing. Where do they come from, where are they going, and on from there, but the most importyant to me is the "Why". So, instead of having, "You are Pilot A and the aliens are attacking, so kill them", I have more meat to the story. Although this is basically the same "Go Kill The Aliens" story that you have heard, I am hoping to do something that has never been done on the Jaguar and really blow out the cinematic aspect of the CD ROM. I am not saying to expect a fully animated style movie, but there will be some really cool stuff done with it as far as story telling is concerned, if all goes as planned, and I know that it will, if not, it will get better, not worse.

In the year 4080 earth is still in the human hopes of reaching deep space, only this time for survival. The population of the planet Earth and the moon is astronomical, and they are trying to find a new planet within the solar system or possibly in another one to populate as food shortages are becoming a huge problem. Although they have found ways to reach the edge of the solar system, they have still not breached it. One of the things that have caused this is the war that the galaxy has been in with the Gynbalts, an alien race that claims to have created life on the planet earth and also claim to be the reason for the ice age that destroyed the Dinosaurs and they want to do it again to

reclaim the blue planet of the 16th solar system. Lead by Lord Zohll, they have decimated the defenses of the outer barrier killing all that stand in their way with ruthless and brutaltactics of war. Once they reach Earth, there will be no hope for the human populace as they have created a core reactor within the planet to power the giant city that it has become. The problem with this is that the core is bare in three places on the planet due to the mining, making them unprotected targets.

Two experimantal ships are in developement by the transworld goverment, known only as "Metro Blaster Prime and Alpha". Both ships are extremely powerful as they are powered by transwarp drive mini fusion capacitors and have been test piloted by Sgt. Felicia Styles and Captain Dominique Hart. Both ships were to be for deep space travel to find a new home world base for the humans that populate what is left of the milky way. Unfortunately, this will not come to pass. Zohll and his armada of ships have come within 400 miles of the earths moon, and they are about to breach it's defenses.
President Stan Kubrick and the council of six have been evacuated to Mars in a hope of escaping the genocide that is sure to be inflicted upon the Earth due to the treachery of Doctor Jason Synn, who has been promised to be spared by Zohll if he helps to "Interrogate" prisoners and scientists that have been taken hostage and know of the "Metro Blaster Project". Styles and Hart have been ordered into space to try and knock out Zohll and his command ship before all is certain doom for the human race. The ships have very unique abilities for deep space travel and exploration, ideal for destroying large ships and whatever they may face in their journey. Either way, it is the darkest hour that the Earth has ever faced, and the fate of billions accross the galaxy lie in their hands. Zohll must be stopped at all cost, even the ultimate sacrifice.

Next:

The Concept Art of MetroBlaster

CAPTAIN
DOMINIQUE
BLASTER

ASTEROID
FOE
MONSTER
METEOR
BANSHEE

LORD
ZORLL
BLASTER

GOLEMN
HUNTER
METRO BLAST

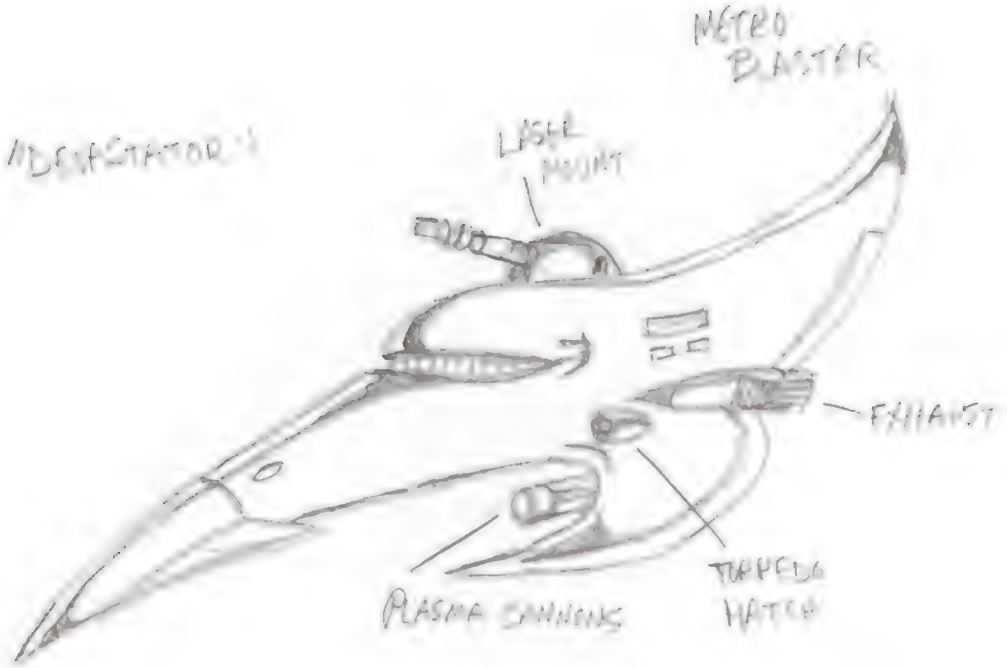
FRAGMENT

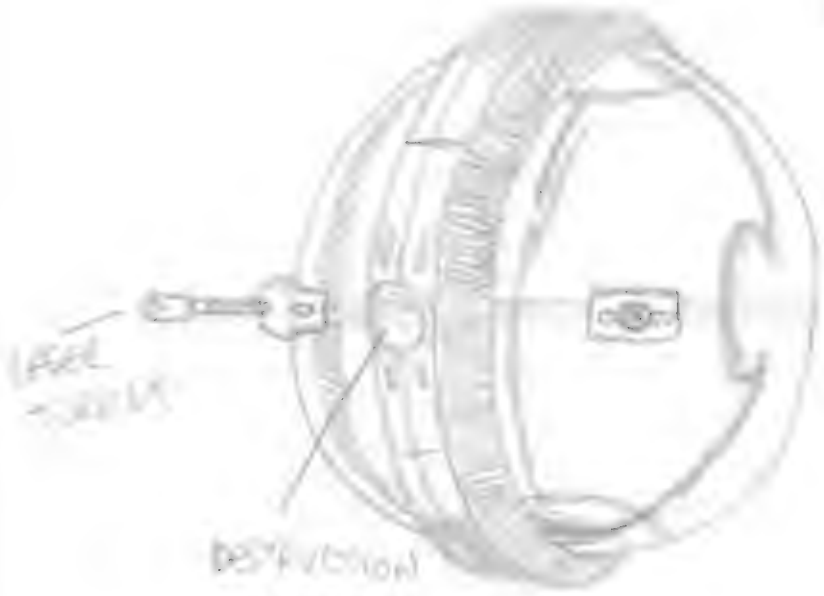
STAN
KUBRICK

METRO
BLASTER

SGT.
FELICIA
STYLES
PILOT
MECHA
BLASTER

JASON GREEN
2006


METRO BLASTER
LASER MOUNT
EXHAUST
TORPEDO HATCH
PLASMA CANNONS


METRO
BLASTER
SV6
DESTRUCTION
DEVICE

BLASTER
SWIVEL PEDE

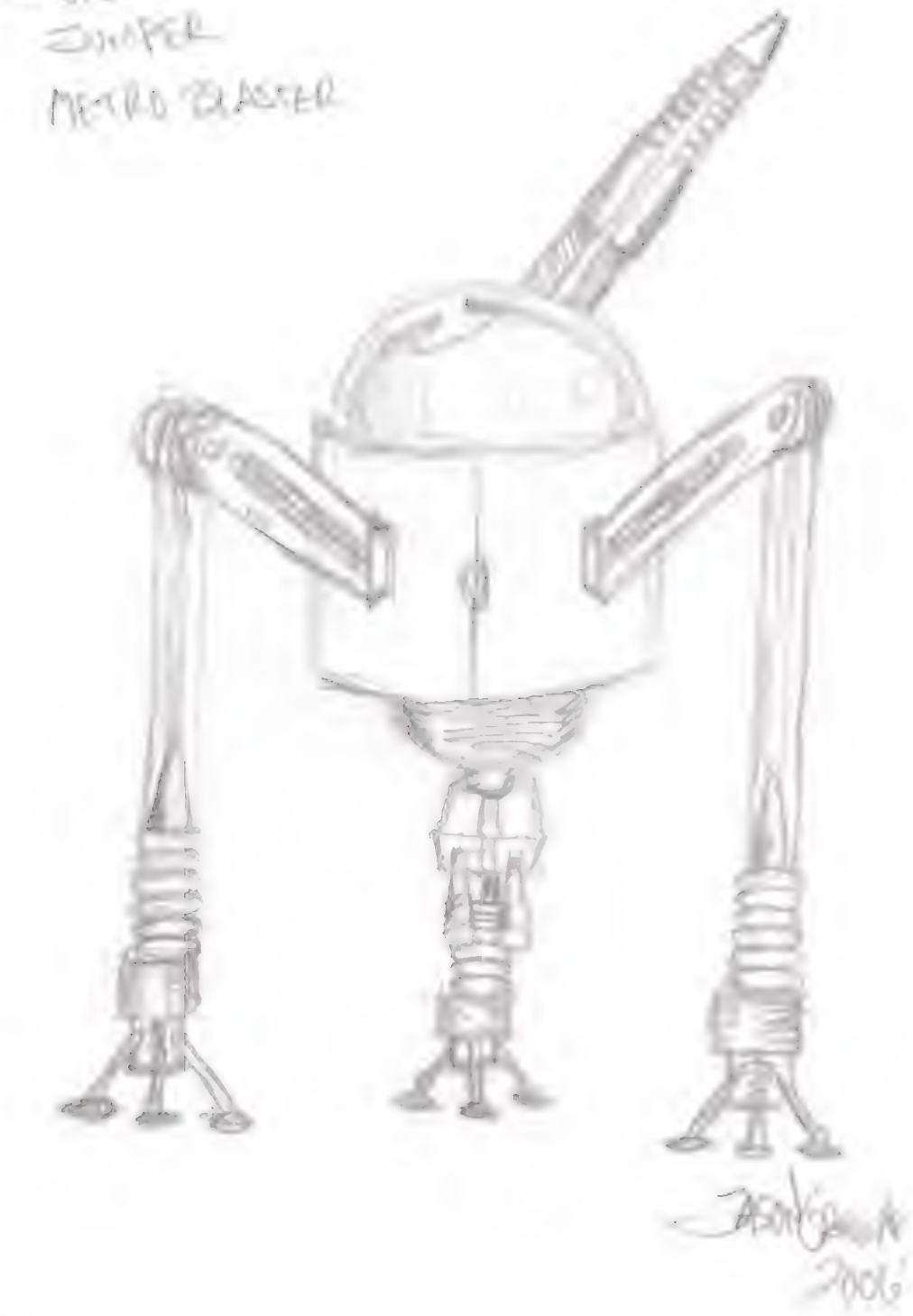
METROID BLASTER

ENEMY CLASS

VINDICATOR

MAGNET BEAM

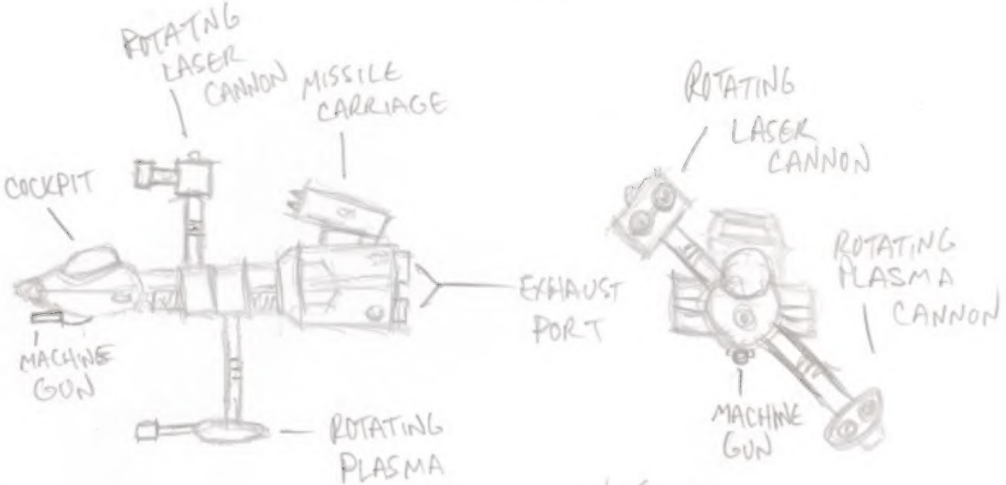
JASON GREENE 2006


SUPER
SNIPER
METRO BLASTER

ASTEROID MITE
REDESIGN
METRO BLASTER

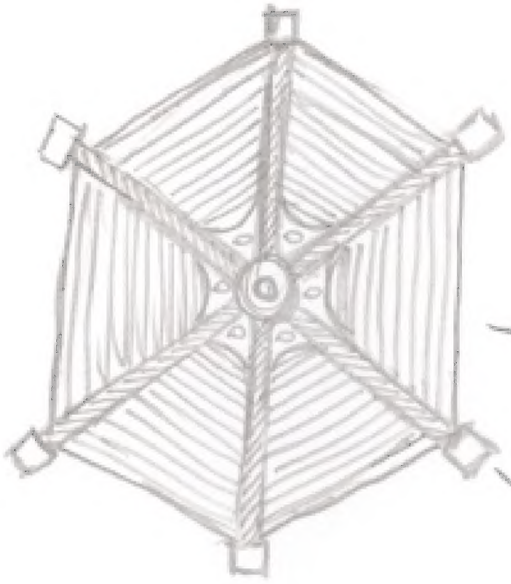
2006

"SPINNER" METRO BLASTER

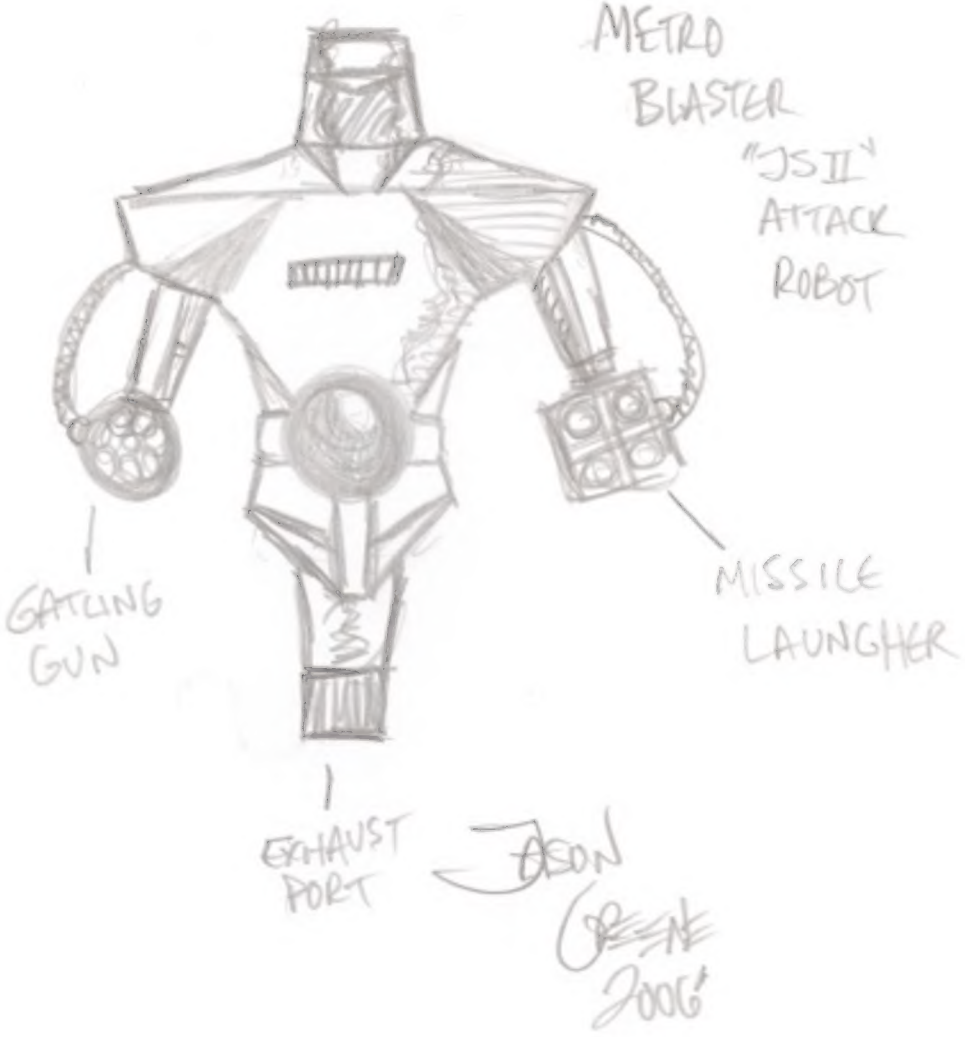


GREENE
2006

WHIRLY BIRD METRO BLASTER



JASON [illegible]
2006


METRO
BLASTER
"JSII"
ATTACK
ROBOT
GATLING
GUN
MISSILE
LAUNCHER
EXHAUST
PORT
JASON
GREENE
2006

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